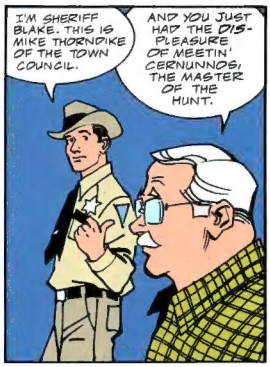
DC
CARTOON NETWORK
SCOOBY-DOO
#4
$1.75 US
$2.50 CAN
NOV 97
APPROVED BY THE COMICS CODE AUTHORITY
SCOOBY-DOOBY-DRUID!
DIRECT SALES
00411
7 61941 21101 5

AND JUST WHERE DO YOU TWO THINK YOU'RE GOING?
THE LOCALS ARE HEADING FOR THE HILLS, AND YOU KNOW WHAT I ALWAYS SAY!
"WHEN IN ROME, DO AS THE COWARDS DO!"

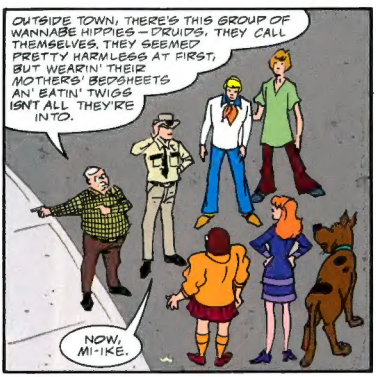
SCOOBY-DOO 4, November, 1997. Published monthly by DC Comics, 1700 Broadway, New York, NY 10019. POSTMASTER: Send address changes to SCOOBY-DOO, DC Comics Subscriptions, P.O. Box 0528, Baldwin, NY 11510. Annual subscription rate $21.00. Canadian subscribers must add $12.00 for postage and GST. GST # is R125921072. All foreign countries must add $12.00 for postage. U.S. funds only. Copyright © 1997 Hanna-Barbera, Inc. A Time Warner Company. All Rights Reserved. SCOOBY-DOO and all related characters and elements depicted herein are trademarks of and copyrighted by Hanna-Barbera Productions, Inc. The stories, characters and incidents mentioned in this magazine are entirely fictional. For advertising space contact: Henry Watkins, National Sales Director (212) 636-5520. Printed on recyclable paper.
Printed in Canada.
DC Comics. A division of Warner Bros.--A Time Warner Entertainment Company

HOLD ON, SCAREDY-DOG!
ULK!
NO ONE IS SAFE FROM MY RIGHTFUL REVENGE!
C'MON, GANG! WE'VE GOT TO SEE IF WE CAN HELP!
CITIZENS AND VISITORS OF EMERALD GROVE, BEWARE! AN OAKEN MOON HAS RISEN! UNTIL THE STATUE OF OUR REVERED AND ANCIENT FOUNDER IS RETURNED, YOU ARE ALLLL THE MASTER'S QUARRY!
SO MOTE IT BE.
NNARRH!
FRED! LOOK OUT!
HARRRH!
OOWPH!
GEE, THANKS, DAPHNE. YOU...
WH--? THAT DOG--
--IT'S...IT'S GONE!
ALONG WITH ITS MASTER. THAT'S HOW IT WORKS. IF YOU CHECK, YOU CAN SEE THAT HE LEAVES FOOT-PRINTS--
--BUT THE HOUNDS HE CALLS WITH THAT HORN DON'T. SORRY WE ARRIVED TOO LATE TO DO ANY GOOD.
ARE YOU KIDS ALL RIGHT?

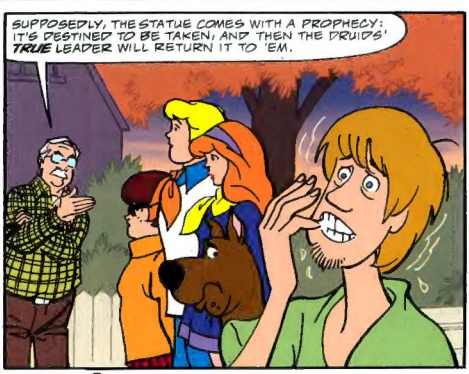
NEVER BEDDER, THANGS...
WHO ARE YOU?
AND WHO WAS THAT? WHAT'S GOING ON HERE?

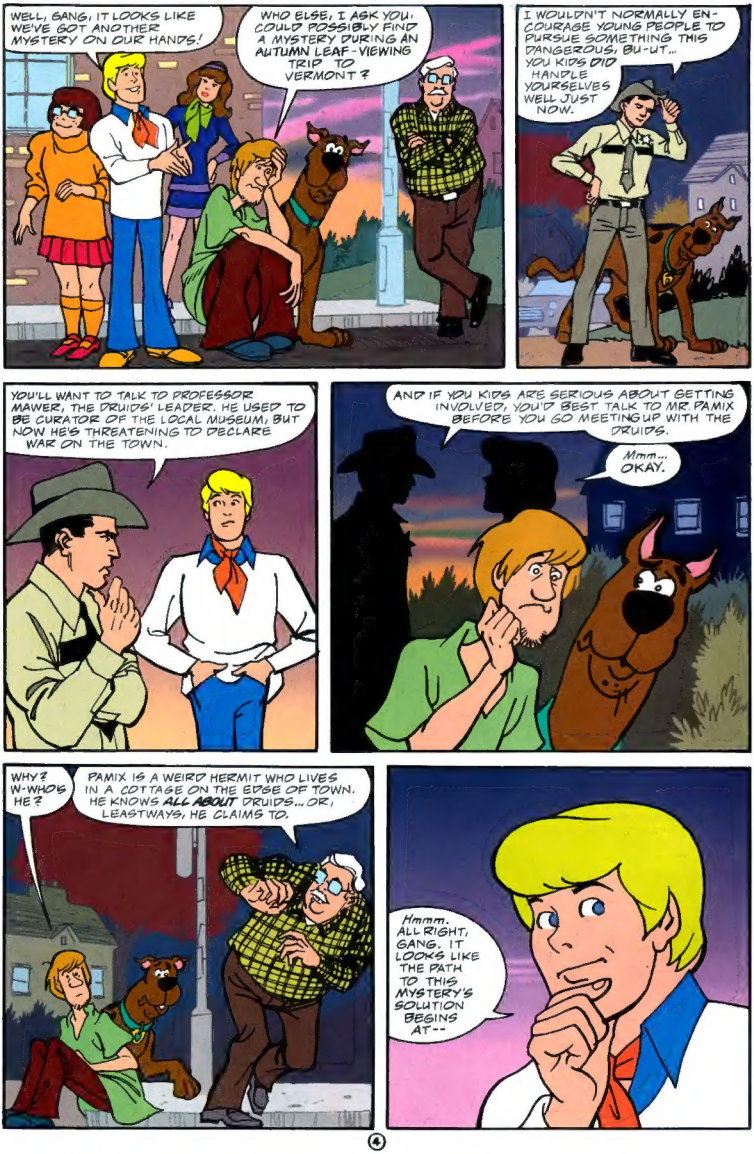

I'M SHERIFF BLAKE. THIS IS MIKE THORNDIKE OF THE TOWN COUNCIL.
AND YOU JUST HAD THE DIS-PLEASURE OF MEETIN' CERNUNNOS, THE MASTER OF THE HUNT.

AND WHO'S THAT?
HE'S AN AVENGER FROM CELTIC MYTHOLOGY. ACCORDING TO THE OLD STORIES, HE AND HIS HOUNDS APPEAR WHEN AN EVIL ACT HAS BEEN COMMITTED.
AN EVIL ACT?


OUTSIDE TOWN, THERE'S THIS GROUP OF WANNABE HIPPIES—DRUIDS, THEY CALL THEMSELVES. THEY SEEMED PRETTY HARMLESS AT FIRST, BUT WEARIN' THEIR MOTHERS' BEDSHEETS AN' EATIN' TWIGS ISN'T ALL THEY'RE INTO.
NOW, MI-IKE.

APPARENTLY, ONE OF THE DRUIDS' CEREMONIAL STATUES WAS STOLEN. THE DRUIDS SUSPECT SOMEONE FROM EMERALD GROVE FILCHED IT—AND CERNUNNOS HAS BEEN PLAGUING OUR VILLAGE EVER SINCE.


SUPPOSEDLY, THE STATUE COMES WITH A PROPHECY: IT'S DESTINED TO BE TAKEN, AND THEN THE DRUIDS' TRUE LEADER WILL RETURN IT TO 'EM.


WELL, GANG, IT LOOKS LIKE WE'VE GOT ANOTHER MYSTERY ON OUR HANDS!
WHO ELSE, I ASK YOU, COULD POSSIBLY FIND A MYSTERY DURING AN AUTUMN LEAF-VIEWING TRIP TO VERMONT?
I WOULDN'T NORMALLY ENCOURAGE YOUNG PEOPLE TO PURSUE SOMETHING THIS DANGEROUS, BU-UT... YOU KIDS DID HANDLE YOURSELVES WELL JUST NOW.
YOU'LL WANT TO TALK TO PROFESSOR MAWER, THE DRUIDS' LEADER. HE USED TO BE CURATOR OF THE LOCAL MUSEUM, BUT NOW HE'S THREATENING TO DECLARE WAR ON THE TOWN.
AND IF YOU KIDS ARE SERIOUS ABOUT GETTING INVOLVED, YOU'D BEST TALK TO MR PAMIX BEFORE YOU GO MEETING UP WITH THE DRUIDS.
Mmm... OKAY.
WHY? W-WHO'S HE?
PAMIX IS A WEIRD HERMIT WHO LIVES IN A COTTAGE ON THE EDGE OF TOWN. HE KNOWS ALL ABOUT DRUIDS... OR, LEASTWAYS, HE CLAIMS TO.
Hmmm. ALL RIGHT, GANG, IT LOOKS LIKE THE PATH TO THIS MYSTERY'S SOLUTION BEGINS AT--

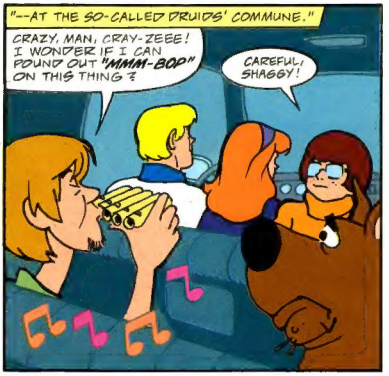
"--MR. PAMIX'S DOOR."
NOK NOK!
Ah, FRED, DAPHNE, VELMA, SHAGGY--
--AND SCOOBY.
I'VE BEEN EXPECTING YOU.
WON'T YOU COME IN?
E-EXCUSE ME, SIR, BUT... DO WE KNOW YOU?
NO. BUT I KNOW MANY THINGS AND MANY PEOPLE, AND I KNOW YOU'VE COME TO ASK ABOUT THE LOCAL CULT.
THE DRUIDS, YES.
DRUIDS? THOSE NEW-AGE PRETENDERS? WITH THEIR "ECO-MAGICK" AND "CRAFT NAMES"? HAH!
THE ORIGINAL DRUIDS WEREN'T A RELIGION— THEY WERE THE JUDGES AND ASTRONOMERS, ADVISORS AND MAGICIANS OF CELTIC SOCIETY.
TEA

I'VE NEVER MET THIS CURRENT GROUP, BUT I KNOW THEY MEAN WELL. THEY JUST SUFFER FROM A LACK OF LEADERSHIP... TRUE LEADERSHIP!
YOU MEAN PROFESSOR MAWER?
MAWER IS NO LEADER. HE WAS THE CURATOR OF THE LOCAL MUSEUM, BUT HE WAS LET GO BECAUSE HE COULDN'T MANAGE THE BUDGET PROPERLY.
HE SPENT ALL SORTS OF MONEY ON HIGH-PRICED, HIGH-TECH EXHIBITS FEATURING HOLOGRAPHS... HOLOGRAMS... SOMETHING NEW-FANGLED.
PERSONALLY, I THINK THE OLD WAYS WORK BEST.
OH, MAN! I'M TOTALLY CONTRITE, DWIGHT!
PLEASE DON'T APOLOGIZE! DO YOU KNOW WHAT IT IS?
IT'S A PAN PIPE. I USE IT TO CONVENE WITH CERNUNNOS-THE REAL CERNUNNOS. IT'S ONE OF MANY PIPES I OWN. PLEASE: TAKE IT.
SPEAKING OF WHOM, CAN YOU TELL US ANYTHING ABOUT THIS EVIL CERNUNNOS WHO'S HAUNTING EMERALD GROVE?
Hmph! THE ENTITY PLAGUING THE TOWN IS UNMISTAKABLY EVIL, BUT IT'S NOT CERNUNNOS.

WHY ARE YOU SO SURE?
BECAUSE CERNUNNOS IS A TWO-LEGGED GOAT WHO DRINKS TOO MUCH SHORT-CUT MEAD AND WOOS WOMEN WITH BAD POETRY, THAT'S WHY!

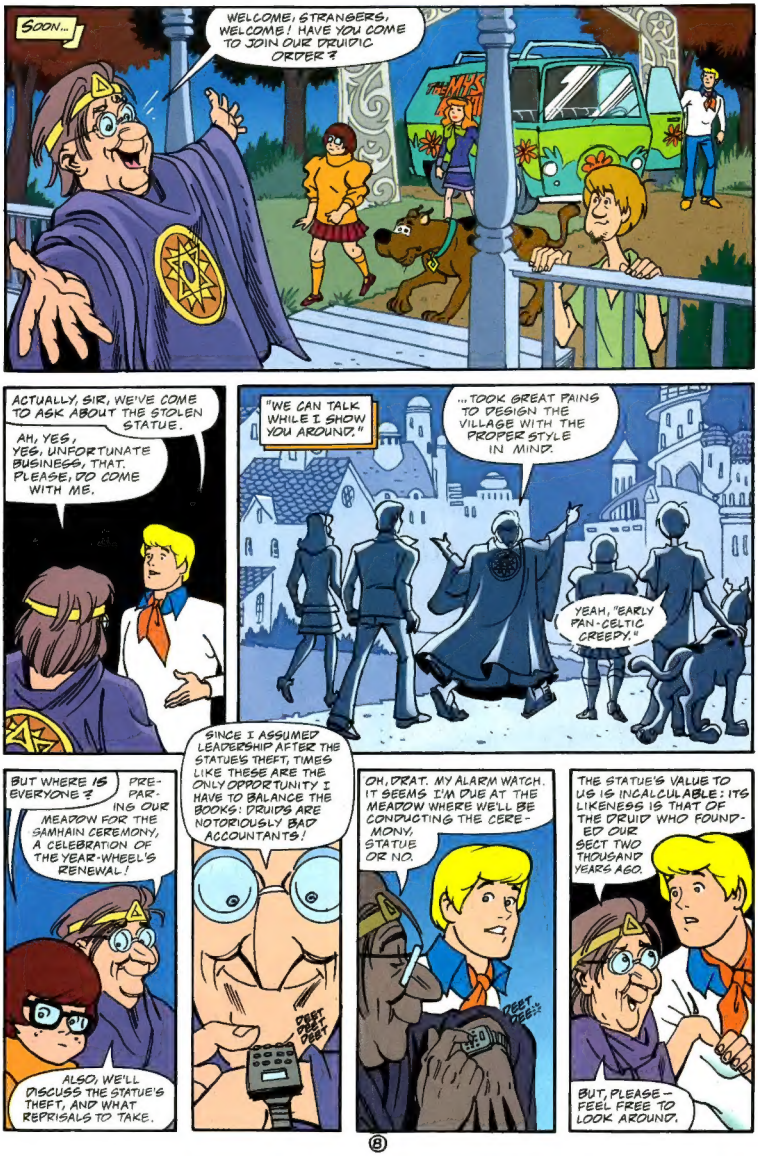
LIKE, HOW IS HE HEP TO ALL THIS?
REAH!

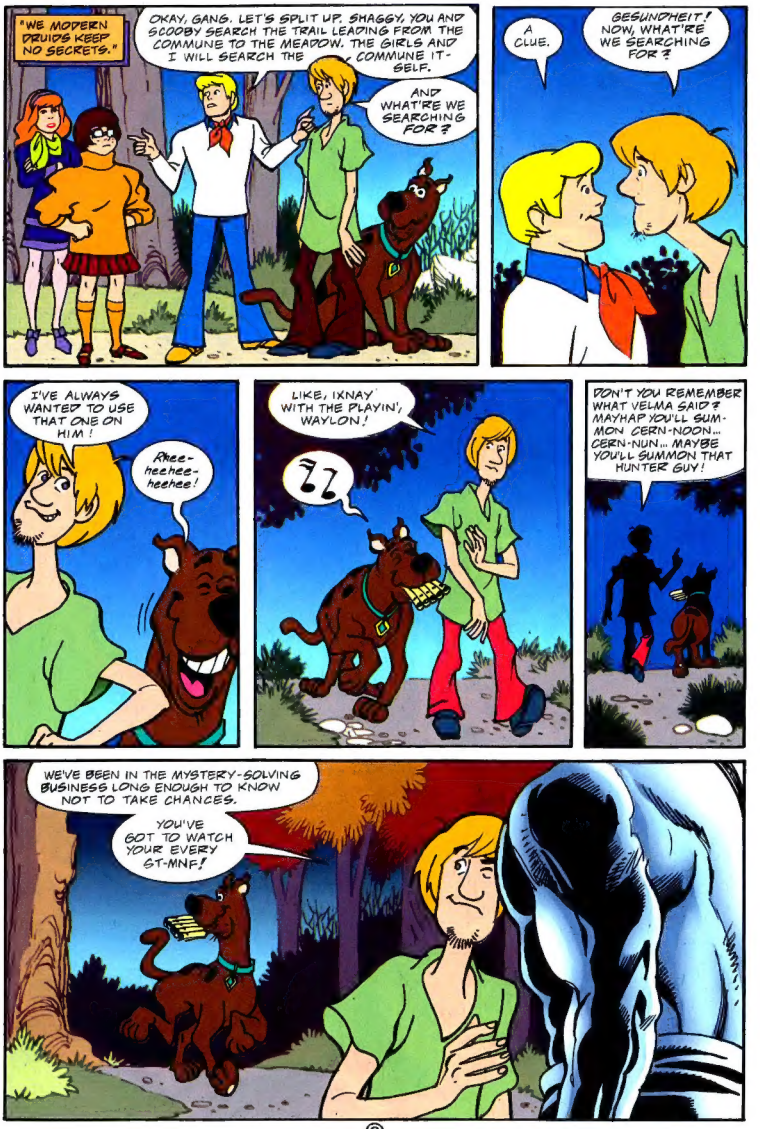
BUT WHY--?
CHILDREN. I HAVE TOLD YOU ALL I CAN. IF YOU STILL SEEK ANSWERS, THEN PERHAPS YOU SHOULD SEEK THEM--


"--AT THE SO-CALLED DRUIDS' COMMUNE."
CRAZY, MAN, CRAY-ZEEE! I WONDER IF I CAN POUND OUT "MMM-BOP" ON THIS THING?
CAREFUL, SHAGGY!

REMEMBER, THAT PIPE IS SUPPOSED TO SUMMON CERNUNNOS. THE REAL ONE.

HERE, SCOOB. FETCH.
GOOD DOG.
YIPE!

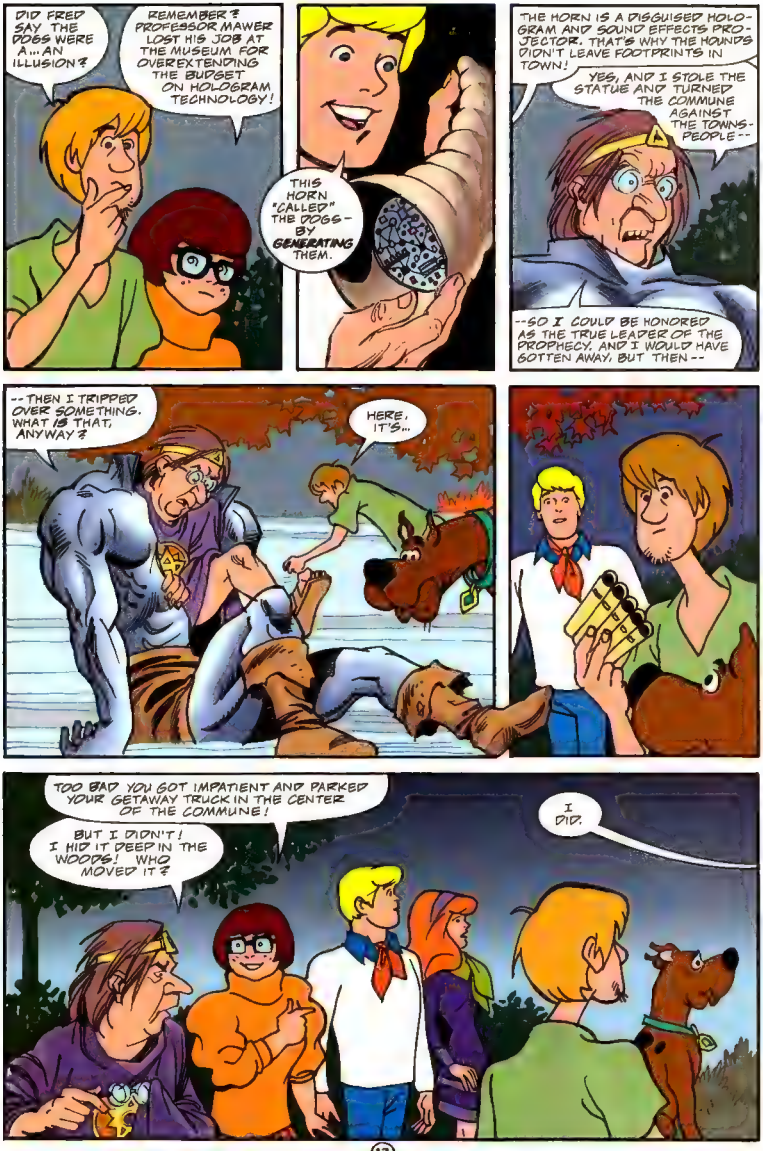

SOON...
WELCOME, STRANGERS, WELCOME! HAVE YOU COME TO JOIN OUR DRUIDIC ORDER?
THE MYSTERY MACHINE
ACTUALLY, SIR, WE'VE COME TO ASK ABOUT THE STOLEN STATUE.
AH, YES, YES, UNFORTUNATE BUSINESS, THAT. PLEASE, DO COME WITH ME.
"WE CAN TALK WHILE I SHOW YOU AROUND."
...TOOK GREAT PAINS TO DESIGN THE VILLAGE WITH THE PROPER STYLE IN MIND.
YEAH, "EARLY PAN-CELTIC CREEPY."
BUT WHERE IS EVERYONE? PREPARING OUR MEADOW FOR THE SAMHAIN CEREMONY, A CELEBRATION OF THE YEAR-WHEEL'S RENEWAL!
ALSO, WE'LL DISCUSS THE STATUE'S THEFT, AND WHAT REPRISALS TO TAKE.
SINCE I ASSUMED LEADERSHIP AFTER THE STATUE'S THEFT, TIMES LIKE THESE ARE THE ONLY OPPORTUNITY I HAVE TO BALANCE THE BOOKS: DRUIDS ARE NOTORIOUSLY BAD ACCOUNTANTS!
DEBT DEBT DEBT
OH, DRAT. MY ALARM WATCH. IT SEEMS I'M DUE AT THE MEADOW WHERE WE'LL BE CONDUCTING THE CEREMONY. STATUE OR NO.
DEET DEET
THE STATUE'S VALUE TO US IS INCALCULABLE: ITS LIKENESS IS THAT OF THE DRUID WHO FOUNDED OUR SECT TWO THOUSAND YEARS AGO.
BUT, PLEASE— FEEL FREE TO LOOK AROUND.


"WE MODERN DRUIDS KEEP NO SECRETS."
OKAY, GANG. LET'S SPLIT UP. SHAGGY, YOU AND SCOOBY SEARCH THE TRAIL LEADING FROM THE COMMUNE TO THE MEADOW. THE GIRLS AND I WILL SEARCH THE COMMUNE ITSELF.
AND WHAT'RE WE SEARCHING FOR?
A CLUE.
GESUNDHEIT! NOW, WHAT'RE WE SEARCHING FOR?
I'VE ALWAYS WANTED TO USE THAT ONE ON HIM!
Rhee-hee-hee-hee!
LIKE, IXNAY WITH THE PLAYIN', WAYLON!
ZZ
DON'T YOU REMEMBER WHAT VELMA SAID? MAYHAP YOU'LL SUMMON CERN-NOON... CERN-NUN... MAYBE YOU'LL SUMMON THAT HUNTER GUY!
WE'VE BEEN IN THE MYSTERY-SOLVING BUSINESS LONG ENOUGH TO KNOW NOT TO TAKE CHANCES.
YOU'VE GOT TO WATCH YOUR EVERY ST-MNF!

S-SC-SCOOB?
REAH?
A-A-ARE YOU THINKIN' WHAT I'M THINKIN'?
REAH!
ZOINKS!
DISPATER TO THE GAULS, HERNE TO THE BRETONS, I SHALL BE CRUACHAN TO YOU, DISBELIEVERS!

MEAN-WHILE...
I DON'T BELIEVE IT! THIS IS TOO EASY! A MAJOR CLUE, RIGHT OUT HERE IN THE OPEN!
LOOK AT THIS!
NO TIRE TRACKS IN THIS SOFT SOIL. IT'S AS IF THE TRUCK APPEARED OUT OF NOWHERE. VERY STRANGE.
YOU WANT STRANGE?
I THINK THE STOLEN STATUE IS UNDER THIS TARPAULIN. BUT WHAT'S IT DOING HERE?
ITS BASE READS, "PANORAMIX." THAT SOUNDS...FAMILIAR.
COME ON, GIRLS. HELP ME GET THIS TARP OFF.
AWROOO!
GANG-WAY!
HUNTED CHICKENS IN FLIGHT!
SHAGGY? WHAT'S WRONG? WHAT'S GOING ON?
CERN-NOON... ANUH?: CERN-NUN... ANUH?E...
CERNUNNOS IS JUST B-BEHIND US!
HRRRH!
CORRECTION: HE'S ALL AROUND US!
YRRRRR
RRRRR
RRRRR

LOOKS LIKE W-WE'RE... ZUIP!'S ... GONERS!
NOW YOU SHALL KNOW A VENGEANCE THAT WILL GREY THE BEARD OF FEREDUR HIMSELF!
YOU HAVE OFFENCED THE MASTER OF THE HUNT FOR THE FINAL TIME! PREPARE FOR YOUR ULTIMATE
--DOWNFAAAALLL!
KUH-LONK!
THE DOGS... TH-THEY'RE DISAP-PEARING!
Hmmm....
MY SENTIMENTS EXACTLY.
POOF!
POOF!
THOSE DOGS WERE JUST ILLUSIONS. AND AS FOR CERNUNNOS HIMSELF, HE'S NO AVENGER, HE'S...
PROFESSOR MAWER!


DID FRED SAY THE DOGS WERE A...AN ILLUSION?
REMEMBER? PROFESSOR MAWER LOST HIS JOB AT THE MUSEUM FOR OVEREXTENDING THE BUDGET ON HOLOGRAM TECHNOLOGY!
THIS HORN "CALLED" THE DOGS - BY GENERATING THEM.
THE HORN IS A DISGUISED HOLOGRAM AND SOUND EFFECTS PROJECTOR. THAT'S WHY THE HOUNDS DIDN'T LEAVE FOOTPRINTS IN TOWN!
YES, AND I STOLE THE STATUE AND TURNED THE COMMUNE AGAINST THE TOWNSPEOPLE--
--SO I COULD BE HONORED AS THE TRUE LEADER OF THE PROPHECY. AND I WOULD HAVE GOTTEN AWAY, BUT THEN--
--THEN I TRIPPED OVER SOMETHING. WHAT IS THAT, ANYWAY?
HERE, IT'S...
TOO BAD YOU GOT IMPATIENT AND PARKED YOUR GETAWAY TRUCK IN THE CENTER OF THE COMMUNE!
BUT I DIDN'T! I HID IT DEEP IN THE WOODS! WHO MOVED IT?
I DID.

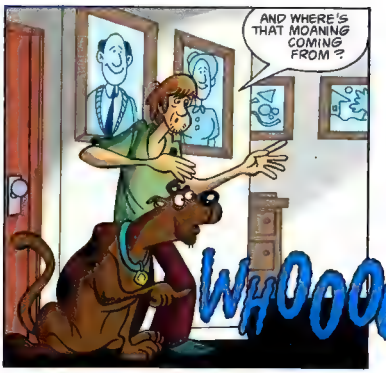
MR. PAMIX!
YOU!
I'VE SUMMONED SHERIFF BLAKE. HE'LL BE HERE ANY MINUTE!
NOW I KNOW WHY 'PANORAMIX' SOUNDED SO FAMILIAR! IT REMINDED US OF MR. PAMIX!
YES. I AM A TRUE DRUID, A BELIEVER IN THE OLD WAYS.
I HEREBY ASSUME LEADERSHIP OF THE NEW DRUIDS. WE SHALL RECONCILE WITH THE TOWNSPEOPLE, AND THERE SHALL BE NO MORE HOLOGRAM CHICANERY.
THE STATUE WAS STOLEN, AND THE TRUE LEADER HAS RESTORED IT -- THE PROPHECY IS FULFILLED. THANK YOU, CHILDREN, FOR YOUR ASSISTANCE.
NO, PROB, MR. PAMIX. AND NEXT TIME YOU NEED US--
--JUST WHISTLE!
THE END

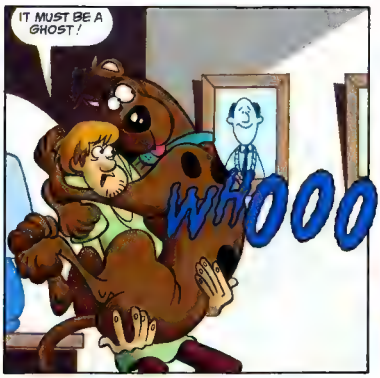
SCOOBY-DOO™ IN HOW I SPENT MY WINTER BREAK

GOODNIGHT, SHAGGY AND SCOOBY.
JACKULA
SON OF HANKENSTEIN
GOOD NIGHT, MOM.'
SAM HENDERSON STORY TIM HARKINS PENCILS, LETTERS and INKS TRISH MULVIHILL COLORS BRONWYN TAGGART EDITOR THANKS TO MIKE BRISBOIS
AH, IT'S GOOD TO GET SOME REST AND RELAXATION ...
I MISS FRED, DAPHNE, AND VELMA, BUT WHEREVER WE GO WE SEEM TO GET INVOLVED IN SOME KIND OF MYSTERY.
THERE'LL BE NO MYSTERIES FOR US THIS WEEKEND!'

MORE PIZZA? NO THANKS, SCOOB!
I'M SAVING SPACE FOR TOMORROW'S TURKEY DINNER!
YAWN
NEXT MORNING...
RING! RING!
OH, BOY! RISE AND SHINE! I'LL PUT ON MY SHIRT...
... MY PANTS...
... MY SOCKS...
... MY RIGHT SHOE...
ZOINKS! WHERE'S MY OTHER SHOE!?

IF I DON'T KNOW WHERE MY LEFT SHOE IS, AND YOU DON'T KNOW, THEN...

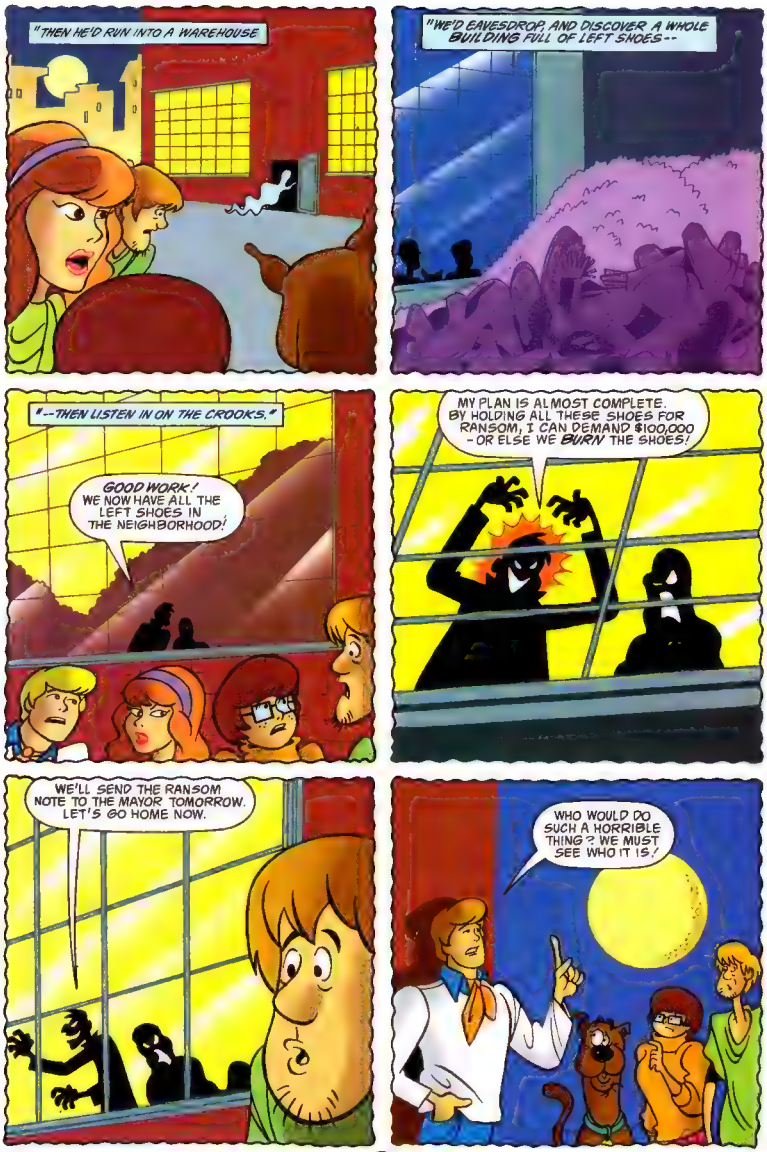

AND WHERE'S THAT MOANING COMING FROM?
WHOOOO


IT MUST BE A GHOST!
WHOOO

IF THE GANG WERE HERE, THEY'D HELP US FIGURE IT ALL OUT.
WHOOOO

"WE'D FOLLOW THE GHOST THAT TOOK MY SHOE.

"THEN WE'D WATCH HIM BREAK INTO THE NEIGHBORS' HOUSE AND TAKE THEIR LEFT SHOES".


"THEN HE'D RUN INTO A WAREHOUSE
"WE'D EAVESDROP AND DISCOVER A WHOLE BUILDING FULL OF LEFT SHOES--
"--THEN LISTEN IN ON THE CROOKS."
GOOD WORK! WE NOW HAVE ALL THE LEFT SHOES IN THE NEIGHBORHOOD!
MY PLAN IS ALMOST COMPLETE. BY HOLDING ALL THESE SHOES FOR RANSOM, I CAN DEMAND $100,000 - OR ELSE WE BURN THE SHOES!
WE'LL SEND THE RANSOM NOTE TO THE MAYOR TOMORROW. LET'S GO HOME NOW.
WHO WOULD DO SUCH A HORRIBLE THING? WE MUST SEE WHO IT IS!

THEY'RE LEAVING! YOU FOLLOW THEM WHILE I GET THE POLICE!
:OUP!

THAT LOOKS LIKE MY HOUSE THEY'RE GOING INTO!

LIKE, TH-THEY'RE MY PARENTS!!

MOM! DAD! WHY ARE YOU DOING THIS?
MOM

SIT DOWN, SON! YOU KNOW TOO MUCH!

:UP!: THE COPS!
RRRREEOOOO!

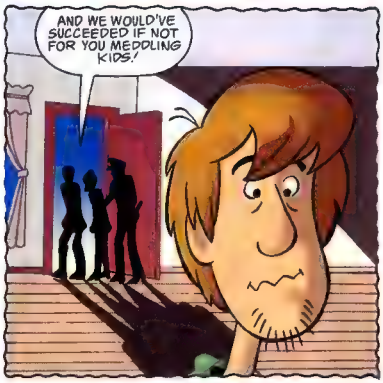
MR AND MRS ROGERS-OPEN UP! WE HAVE A WARRANT FOR YOUR ARREST!
KNOCK! KNOCK!

I'M SORRY THINGS HAD TO END UP THIS WAY, MOM AND DAD!

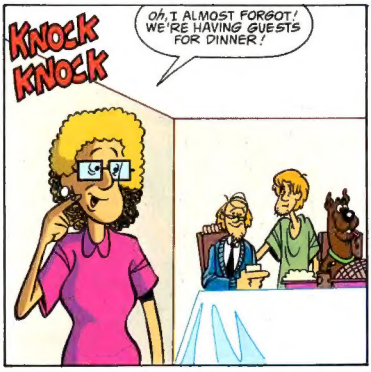
WAIT A MINUTE! LET'S NOT BE TOO HASTY!

WHY, IT'S KINDLY OLD MR. AND MRS. PASKO FROM THE GENERAL STORE!
BUT WHY?

YOU FOLKS ALWAYS SEEMED SO HAPPY WITH YOUR SHOES!
WE WORKED IN THE STORE ALL DAY WHILE YOU'RE ALL OUT WALKING AROUND! THAT'S WHY WE SHOE-NAPPED ALL OF YOU!


AND WE WOULD'VE SUCCEEDED IF NOT FOR YOU MEDDLING KIDS!

THAT'S IT! I CAN'T STAND TO LET THIS HAPPEN!
YOU'RE NOT REALLY MY PARENTS! YOU'RE IMPOSTORS!
HEY! OW!
STOP IT!
DON'T PLAY DUMB WITH ME! I KNOW WHAT YOU'RE DOING WITH EVERYONE'S SHOES!
?
SCOOBY! WHERE DID YOU FIND IT?
ROOK!
INSIDE AN EMPTY PIZZA BOX? BUT WHAT ABOUT THE GHOST I HEARD?
THAT'S NO GHOST! THAT'S JUST THE RADIATOR!
HONESTLY, SHAGGY! YOU DO THIS EVERY TIME YOU VISIT US!


KNOCK KNOCK
OH, I ALMOST FORGOT! WE'RE HAVING GUESTS FOR DINNER!

SHAGGY, MEET MR. AND MRS. PASKO FROM THE GENERAL STORE.

C'MON, SCOOB! WE'VE GOTTA GET THE GANG AND STOP THEM BEFORE IT'S TOO LATE!

YAAAAAA!

WHAT'S WITH THE KID?
OH, YOU KNOW HOW AWKWARD TEENAGERS ARE THESE DAYS!

HAHAHAHA!
END!

SCOOBY'S MYSTERY MAIL

Hey, guess what? WE'VE GOT MAIL! We've already received a bunch of letters, and we've picked the three best ones to share with you. How cool is that?

Our very first letter *ever* came in via e-mail from someone who saw a black-and-white preview copy of *Scooby-Doo* #1:

Shira L.
New York, New York

Dear Editor,

The Scooby-Doo book is awesome! Especially the Chris Duffy story . . . the art looks great! I think it would be a great idea for you to do Daphne pinups, or at least to run fan art like they used to do in Archie Comics. (I submitted countless outfits for Betty in my day).

Good luck with this stuff!

Thanks, Shira! It sounds like you're a longtime fan of comics, so we're glad you like Scooby-Doo. Chris Duffy and Tim Harkins do make a great team, and we hope to have them as regulars on all our Scooby-Doo backup stories pretty soon. About the pinups: Daphne's regular outfit is so outstandingly retro that we can't imagine how it could be improved, but we'd love to see readers' ideas for new clothes for the whole Mystery, Inc. gang anyway. We want to encourage all our fans to submit both letters and artwork—we want to print words AND pictures here in Scooby's Mystery Mail.

◆

Robert Lloyd Wheelock
Augusta, Maine

Re: Cartoon Network Comics Series Line

I discovered - through the Internet's New Comic Book Release List (http://www.ccse.net/~ncrl/upcoming.html) — that your company (DC Comics) is publishing the Cartoon Network's line of comic books. . . . I usually buy my comics at both Augusta, ME area Mr. Paperback locations (Turnpike Mall and Capitol Shopping Center). Please inform me whether you'll have these new Cartoon Network issues delivered to bookstores and newsstands in my local area.

Please: Also send me information on Cartoon Network comic book subscriptions. I'll be looking forward to new issues. Thank you!

*No, Robert—thank **you!** Yours is the kind of letter we love to receive. I called Mr. Dan Brown, DC's Director of Business Development and Mass Market Sales, and he **personally** checked to make sure that our comics would be available at both the Mr. Paperback locations you asked about. Good news—they will be!*

*There are three main ways to find DC's Cartoon Network comics: (1) Call 1-800-COMIC-BOOK to find the nearest comics shop, then go there and ask for **The Flintstones and The Jetsons, Scooby-Doo,** and **Cartoon Network Presents**; or (2) ask for them at your local newsstand; or (3) you can have your very own personal copies delivered directly to your door by a uniformed representative of the Federal Government if you subscribe! You can find subscription information in that teeny-tiny print at the bottom of one of the pages at the front of every DC Cartoon Network comic. (It's called the **indicia**, and it's usually on page 1 or 2 or 3.)*

▼

Ashley W., Carrie M., Brigid H., Christine M., Teresa K., Melinda W., Mary Kate B., Kelsey R., Brittany L., Margaret S., Endicott City, MD

Dear Bronwyn,

Thank you for the comics (unfinished) you gave us and for giving us a great time. (Still consider Beanie Baby Comics.)

*This was from Girl Scout Troop #767, who visited the DC offices in May. It seems like their favorite show on the Cartoon Network is **Scooby-Doo,** so we showed them how **Scooby-Doo** comics are made and gave everyone a page of Patricia Mulvihill's color guides for **Scooby-Doo #1**. Troop #767 were very good guests; everybody had good questions, and some of the troop members want to be writers or artists when they grow up. Maybe some of them will work in comics some day! (Maybe **they'll** be the ones who do Beanie Baby comics.)*

Well, that's it for this month's letters. If you want to write to us here at Scooby-Doo, send your letters to:

SCOOBY'S MYSTERY MAIL
c/o DC Comics
1700 Broadway
New York City, NY 10019

(This month's mystery is: Whatever happened to Spivey-Doo?)

NEXT ISSUE:

Mystery, Inc. faces a real-life Hollywood adventure when they attend a screening of a rare film from the golden age of cinema. Who's the star? Freddy's own swashbuckling Grampa Ted! Ever wonder where Freddy got his matinee-idol smile—or all those stylish cravats?

And while you're wondering, look for our two other great Cartoon Network titles: *The Flintstones and the Jetsons* and *Cartoon Network Presents*, on sale now!

This Month's Cover:
Pencils and inks by the masterful Joe Staton

Colors by the mistressful Patricia Mulvihill

DC COMICS
JENETTE KAHN
President & Editor-in-Chief
PAUL LEVITZ
Executive VP & Publisher
MARTIN PASKO
Group Editor
BRONWYN TAGGART
Editor
RICHARD BRUNING
VP-Creative Director
PATRICK CALDON
VP-Finance & Operations
DOROTHY CROUCH
VP-Licensed Publishing
TERRI CUNNINGHAM
VP-Managing Editor
JOEL EHRLICH
Senior VP-Advertising & Promotions
LILLIAN LASERSON
VP & General Counsel
BOB ROZAKIS
Executive Director-Production

DRUIDS

WHAT IS A DRUID?

Good question. People talk about druids as if they knew what they were, but really no one knows very much about them. (Some people don't even know how to say the word "druid," but that's okay — it's pronounced like "DROO-ihd.") The druids were an important part of Celtic society, so to understand who they were you first have to know something about the Celts.

OKAY, SO WHAT'S A CELT? The original Celts (pronounced either "selt" or "kelt") were tall, fair-haired, warlike people who lived in northern Europe about 2500 years ago. They spread out from their homeland in the Northern Alps and began occupying other countries, such as France, Spain, Portugal, and the British Isles. The Celts were such good warriors that they even defeated the mighty Roman army and occupied Rome in 390 B.C. Eventually Celtic warriors (sometimes also called "Gauls") were occupying northern Italy, Macedonia, parts of Greece, and most of Asia Minor. Notice we say Celtic "warriors," not "soldiers." That's because of the way Celtic people lived.

The Celts were never organized into a united nation with armies like the Romans. Instead, the Celts grouped themselves loosely into tribes or clans. Each tribe lived in a small fortified village surrounded by fields and pastures. (Usually the village would be built on a hilltop.) The people raised crops and livestock and knew how to cure meat and how to raise bees for honey. They were very skillful metalworkers and could make useful tools and weapons out of iron. (Their main weapon was a big heavy sword.) The Celts were also very artistic and made beautiful curling decorations out of metal and enamel for their shields, helmets, and weapons. They spoke a Celtic language, but they didn't have their own alphabet, so they hardly ever wrote anything down. Almost everything we know about the Celts comes from ancient Greek and Roman writers, or from discoveries made by archaeologists.

We know that a Celtic tribe was made up of a chief and some nobles, some common people (and maybe some slaves), and a group of learned people that included lawyers, poets, and priests. These learned people were the Druids. It was their responsibility to lead religious ceremonies, settle legal disputes, and serve as advisors to the other members of their tribe.

Because the Celts didn't write down their own history or beliefs, we don't know much about the Druid religion. We know that the Druids believed in a number of different gods that were similar to those worshipped by other people at the time. They also believed that some things in nature were holy, especially their sacred oak trees, the mistletoe plant, and certain wells. The Druids thought that souls lived forever, and that they just moved from one body to another as the bodies died. When the Romans conquered most of Europe between 300 B.C. and A.D. 100, they tried to stop the Druid religion. Also, many Celts were among the first converts to Christianity. (The Epistle to the Galatians in the New Testament in the Bible is a letter from the apostle Paul to the descendants of "Gauls.") By the sixth century A.D., the Druid religion had died out.

Today some people call themselves "Druids" and practice a religion that they hope is like the ancient Celtic druid beliefs — but nobody knows for sure whether this modern way is really the same as The Old Way.

WHAT'S UP?

By BRONWYN T.